# Richard W. Hamming



### **Learning to Learn**

The Art of Doing Science and Engineering

**Session 10: Coding Theory I** 

### **Coding Theory Overview**



**Problem – Representation of Information** 

**Standard Model of Information Transmission** 

Analogy to Human Communication

Representation – Codes

• What kind of code do we want?

What is information?

### Questions



#### What is information?

Can we recognize it from white noise?

• Hamming: "No."

How do we communicate ideas?

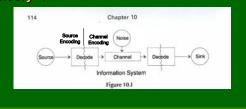
Is the idea contained in words?

How do machines differ from humans with respect to information?

# **Information Theory**



Developed by C.E. Shannon at Bell Labs
Should it have been called "Communication Theory"?



### Information Theory



Nothing is assumed about source.

Communication over space is no different than communication over time.

Noise is different than Error.

- In physics theories, noise is not assumed to be part of the model.
- Error is in experiments, measurements

# **Human Information Theory**



All you know is what comes out of the channel (hearing, reading, etc.)

How do you know what went in?

Design encoder to make this more probable

Analogy to human communication

- Thought Words spoken Words heard Understanding
- Source Encoding Decoding Sink

## Why Information Theory



Precision of equipment is expensive for an additional bit.

• Too expensive to do it right!

### Coding theory offers an alternative.

 Escape necessity of doing things exactly right, allow room for error without paying for more precision!

### What codes to use?



### Assume variable length codes

Block codes (same length symbols) are a special case

### **Desired properties**

- Unique decodability each coded message represents a single source message if no noise added.
- Instantaneous decodability look at each bit only once

# Non-unique code



Consider the 4 symbol code:

$$s_1 = 0$$
;  $s_2 = 00$ ;  $s_3 = 01$ ;  $s_4 = 11$ 

If you receive:

0011

Is it  $s_1s_1s_4$  or  $s_2s_4$ ?

# **Decoding Trees**



# Represents a unique and instantaneously decodable code

No symbol is a prefix for another

#### **Practical advice**

- Have an exit symbol to know when entire decoding process done
- Like quotation marks in human language

# **Decoding Tree**



Decoding tree for:

$$s_1 = 0;$$

$$s_2 = 10$$
:

$$s_3 = 110;$$

$$s_4 = 111$$
;

### **Non-Instantaneous Code**



Consider the 4 symbol code:

$$s_1 = 0$$
;  $s_2 = 01$ ;  $s_3 = 011$ ;  $s_4 = 111$ 

If you receive:

You have to count back by groups of 111 to determine if the first symbol is 0, 01, or 011, so you look at each bit more than once.

## "Goodness" of Codes



McMillan's Theorem says if we have uniqueness we have instantaneousness.

• No need to settle for a code without both properties.

Average code length as reasonable "goodness" measure.

Good code design takes into account probabilities.

# Average Code Length



Given an alphabet of q symbols having length  $l_i$  and probability  $p_i$ , the average code length L is:

$$L = \sum_{i=1}^{q} p_i l_i$$

# **Kraft Inequality**



For an instantaneous code with symbol lengths  $l_i$ 

$$K = \sum_{i=1}^{q} \frac{1}{2^{l_i}} \le 1$$

Holds for unique decodable codes as well (McMillan's theorem).

Proved via induction on branch lengths of decoding tree.

# Proof of McMillan's Theorem (again)



Given a uniquely decodable code, the Kraft inequality holds, so the code is also instantaneously decodable.

Unique decodability requires  $N^k \le 2^k$ , so the following inequality must be true.

$$K^{n} = \left[\sum_{i=1}^{q} \frac{1}{2^{li}}\right]^{n} = \sum_{k=n}^{nl} \frac{N_{k}}{2^{k}} \le \sum_{k=n}^{nl} \frac{2^{k}}{2^{k}} = nl - n + 1$$

Prove by contradiction. Assume K > 1. For some large n, the exponential  $K^n$  exceeds the linear function f(n) = nl - n + 1

### Intuitive Conclusions



If the Kraft sum is strictly less than one, you can add a shorter code, or shorten an existing code.

If it is exactly one, it is the best you can do.

Thus have another measure of a good code.

### What is Information?



Words don't necessarily "contain" the idea. Evidence:

- Hamming explains an idea in lecture.
- If you go home to explain it to your spouse, you will use different words.

Words are an encoding.

We don't really know what is the idea behind words.

Or if there is a single definite idea.

Is information like time?

St. Augustine – I know what time is until you ask me.

# **Human Information Theory**



Information theory assumes symbols have consistent meaning.

Human words do not have a fixed meaning.

Lack of uniqueness is a challenge.

Accounts vary from different witnesses of the same event

Once you encode an idea into words, that is what you believe.

Coding theory is great for machines, not language.

# **Parting Thoughts**



### Return to the Al question

• How much of what we do (or want done) will machines do?

Really asking "What can we program?"

In order to program we need to understand our own ideas.

Greatest contributions of mathematicians are often definitions.